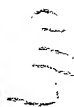


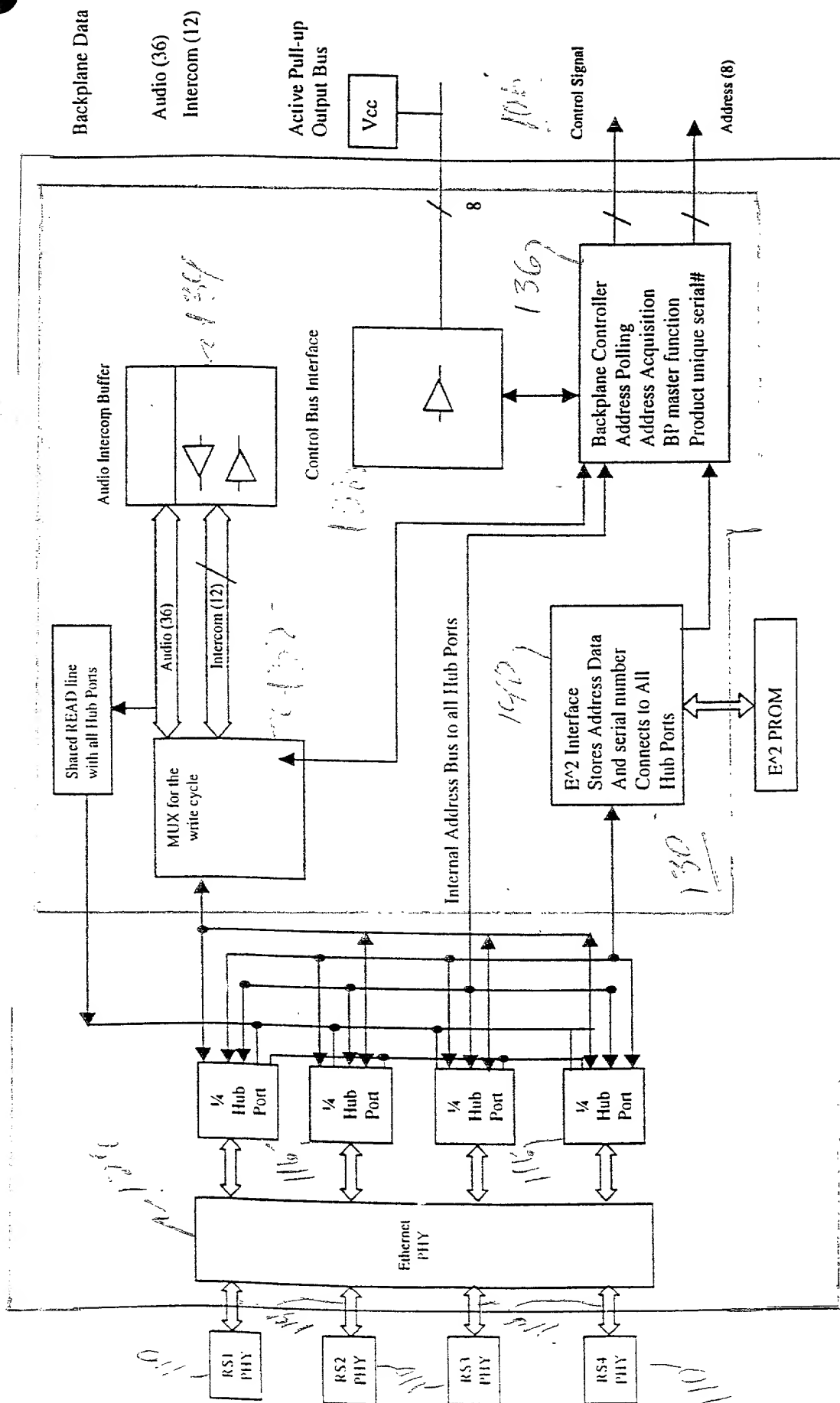
The diagram illustrates a system architecture with a central **Back Plane** (106) connected to several components:

- Hub Cards (104):** Each Hub card contains multiple **Hub port** units. These are connected via **Serial Stream cable** (114) to **Remote Stations** (110).
- Feature Cards (108):** Each Feature card contains a **Local Node** and is connected to **Remote Features** (112).
- Remote Stations (110):** Each Remote Station includes a **Remote Node** and is capable of handling multiple **audio stream** connections.
- Remote Features (112):** Each Remote Feature includes a **Remote Node** and is capable of handling multiple **audio stream** connections.

Handwritten annotations include:
 

- 106: Back Plane
- 104: Hub card
- 108: Feature Card
- 110: Remote Station
- 112: Remote Feature
- 114: Serial Stream cable
- 116: Hub port
- 118: Local Node
- 120: Remote Node
- 122: Remote Feature Node
- audio stream: Multiple arrows indicating data flow between Remote Stations and Remote Features.





116

# Network Timing Overview

## Frame N (Backplane Reference)

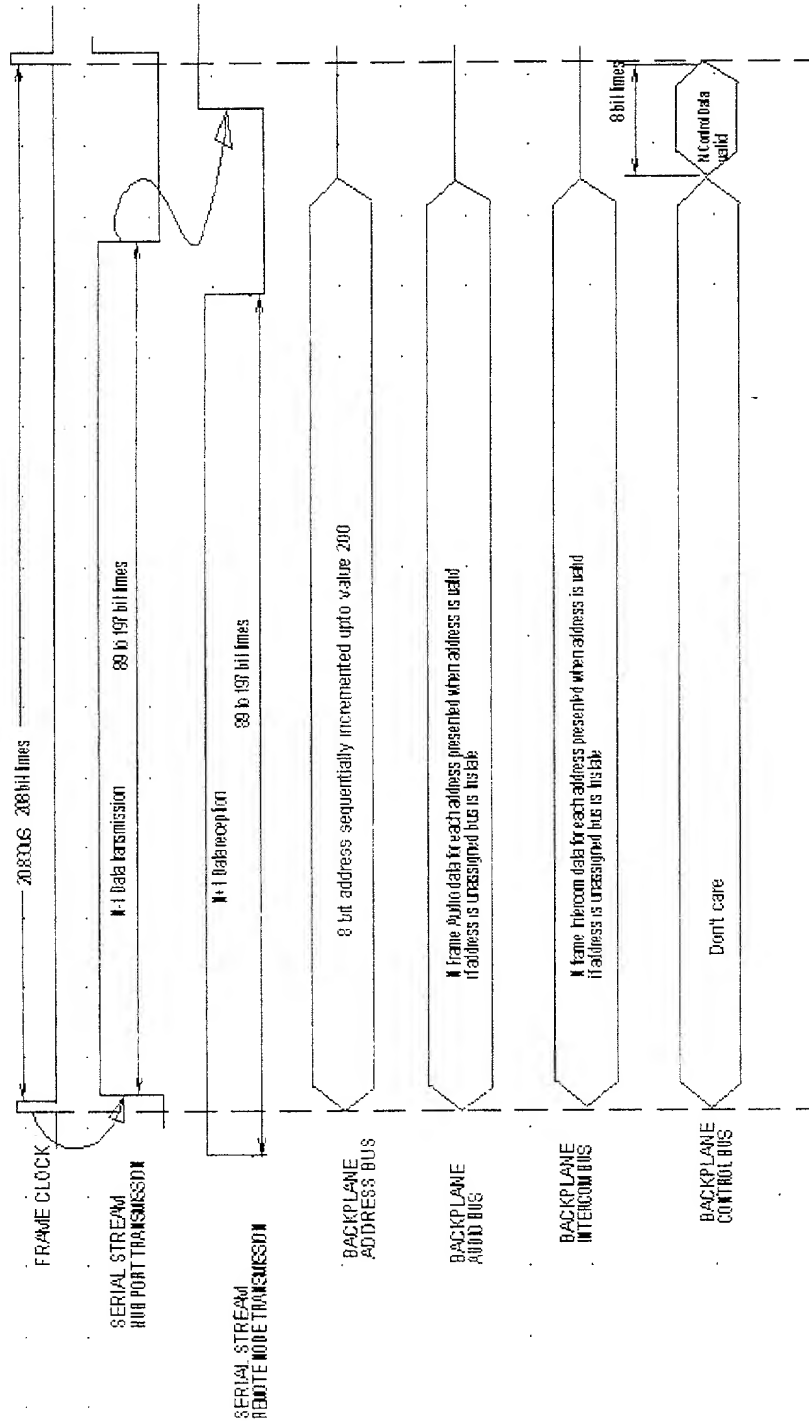


Fig. 4A

Preamble	CBS	Hub control	Data	Icom	Left	Right	Left	Right	Left	Right	Left	Right
AAAAABh	cbs	HC7 HC0	D7 D0	I11 I0	audio 1 A1L17... A1L0	audio 1 A1R17... A1R0	audio 2 A1L17... A1L0	audio 2 A2R17... A2R0	audio 3 A3L17... A3L0	audio 3 A3R17... A3R0	audio 4 A4L17... A4L0	audio 4 A4R17... A4R0

Fig. 4B

# Initialization Process Timing



Fig. 5

# Mediatoo Initialization Process

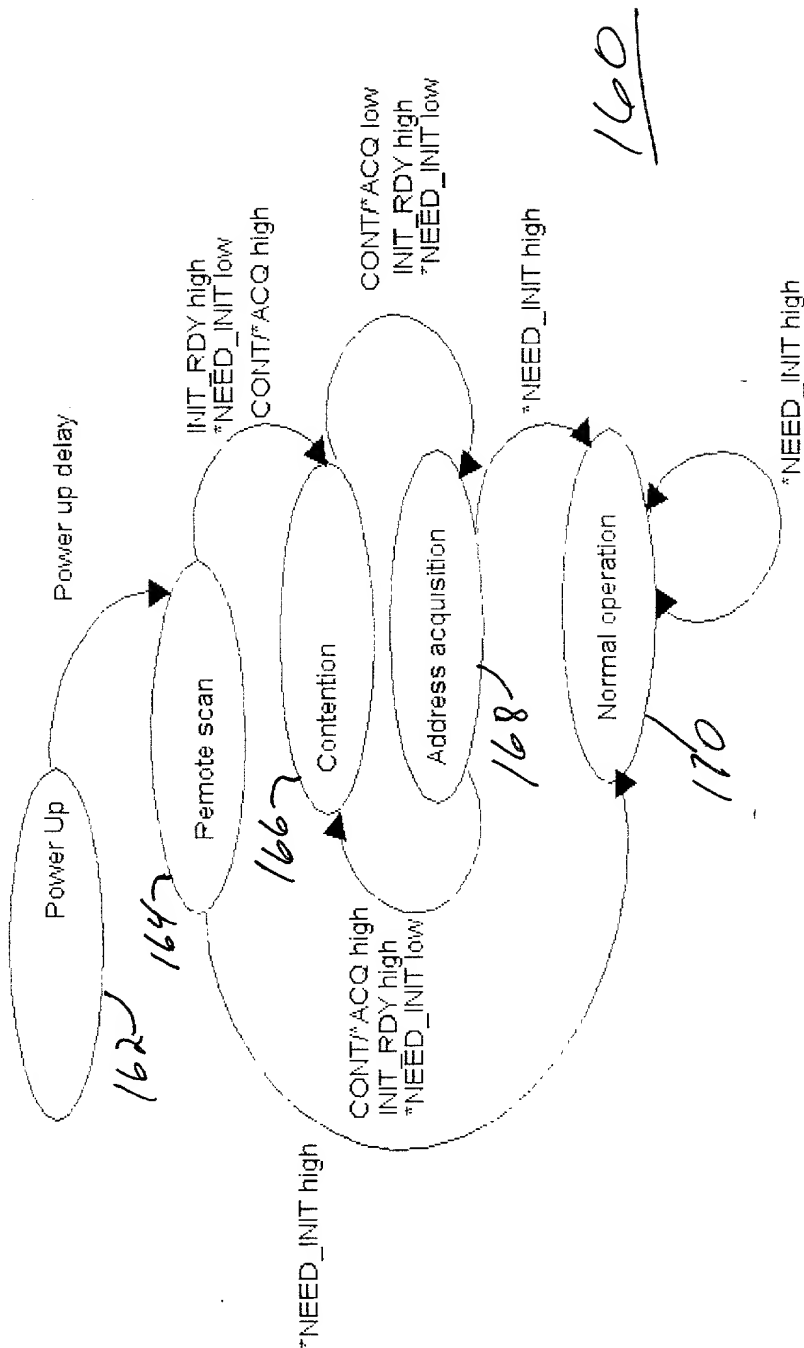


Fig. 6

Control message transmission

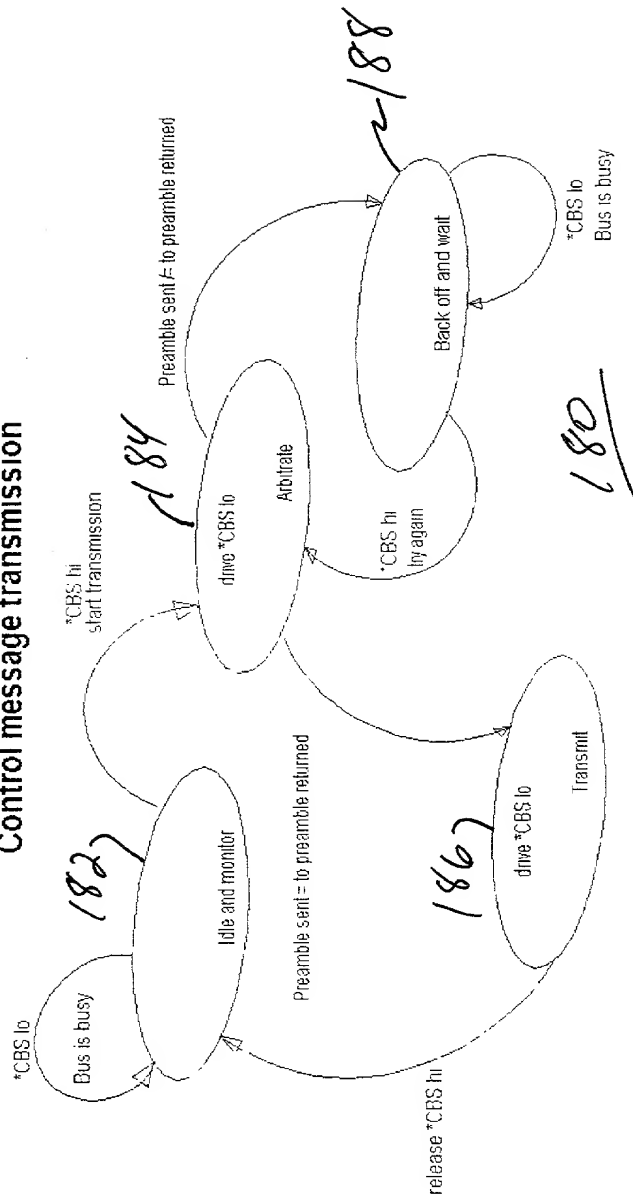
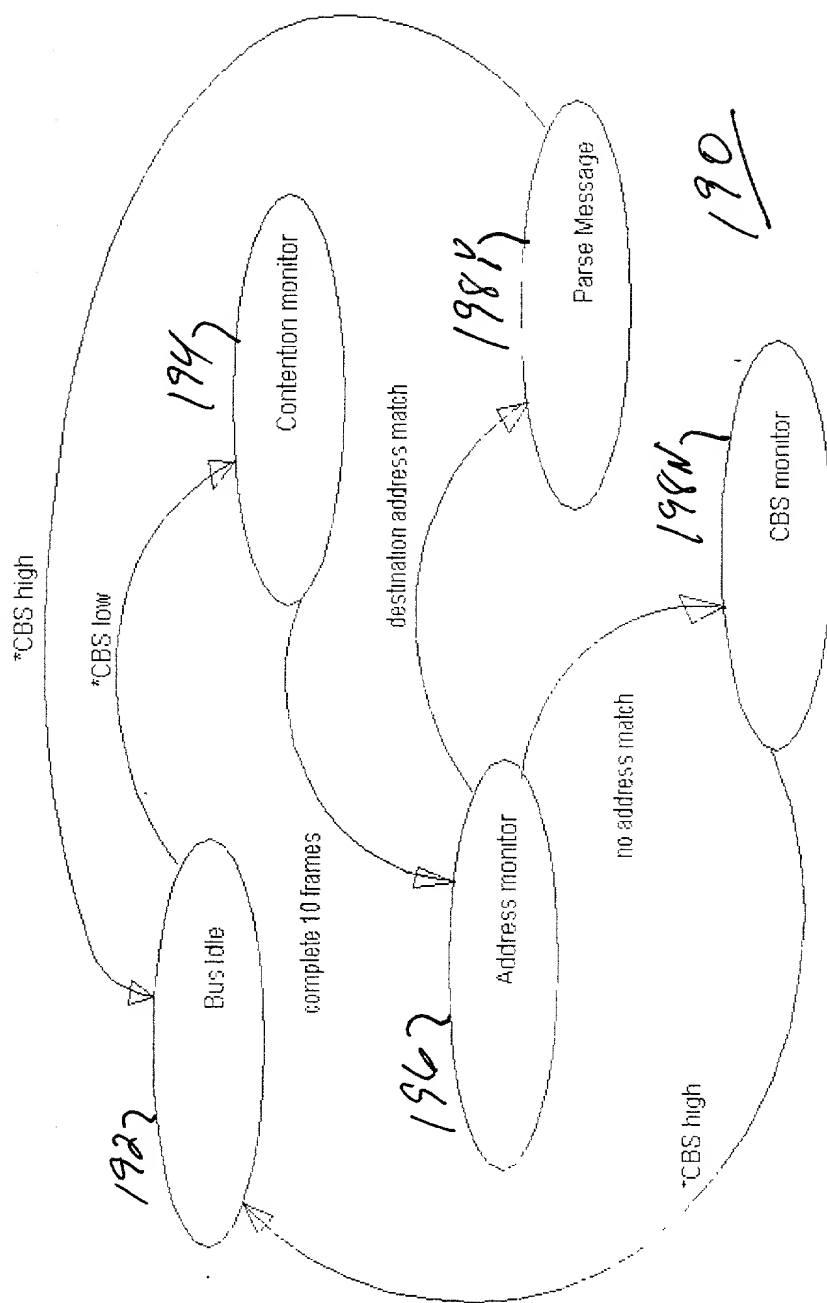


Fig. 7A

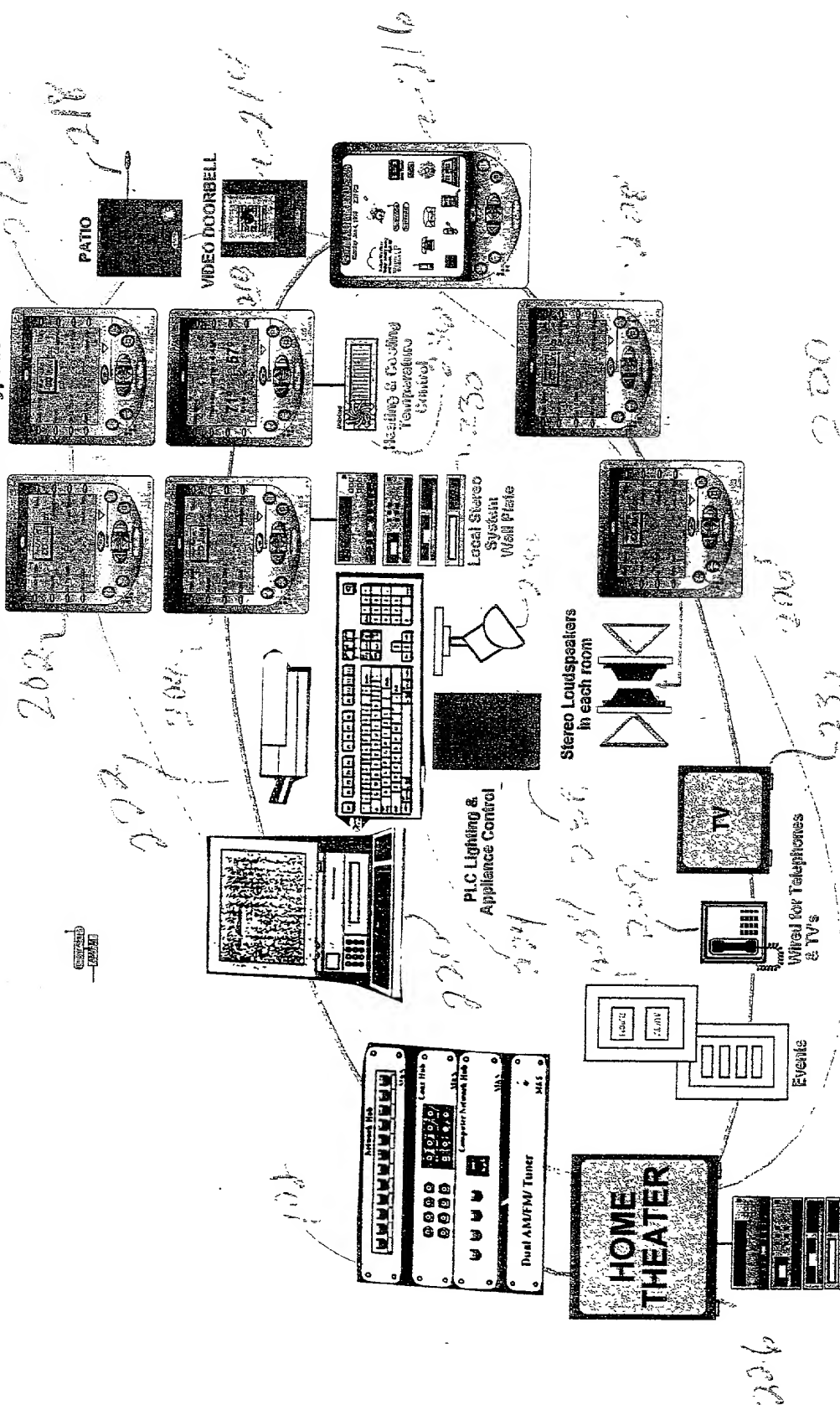
Preamble	Destination address	Source address	Number of Bytes in Payload	Payload	Checksum
10 bytes	1 byte	1 byte	2 bytes	0-65Kbytes	2 bytes

Fig. 7B


$$\infty$$



TELESCOPE "Amplified Room Keyboards"



F 10-1

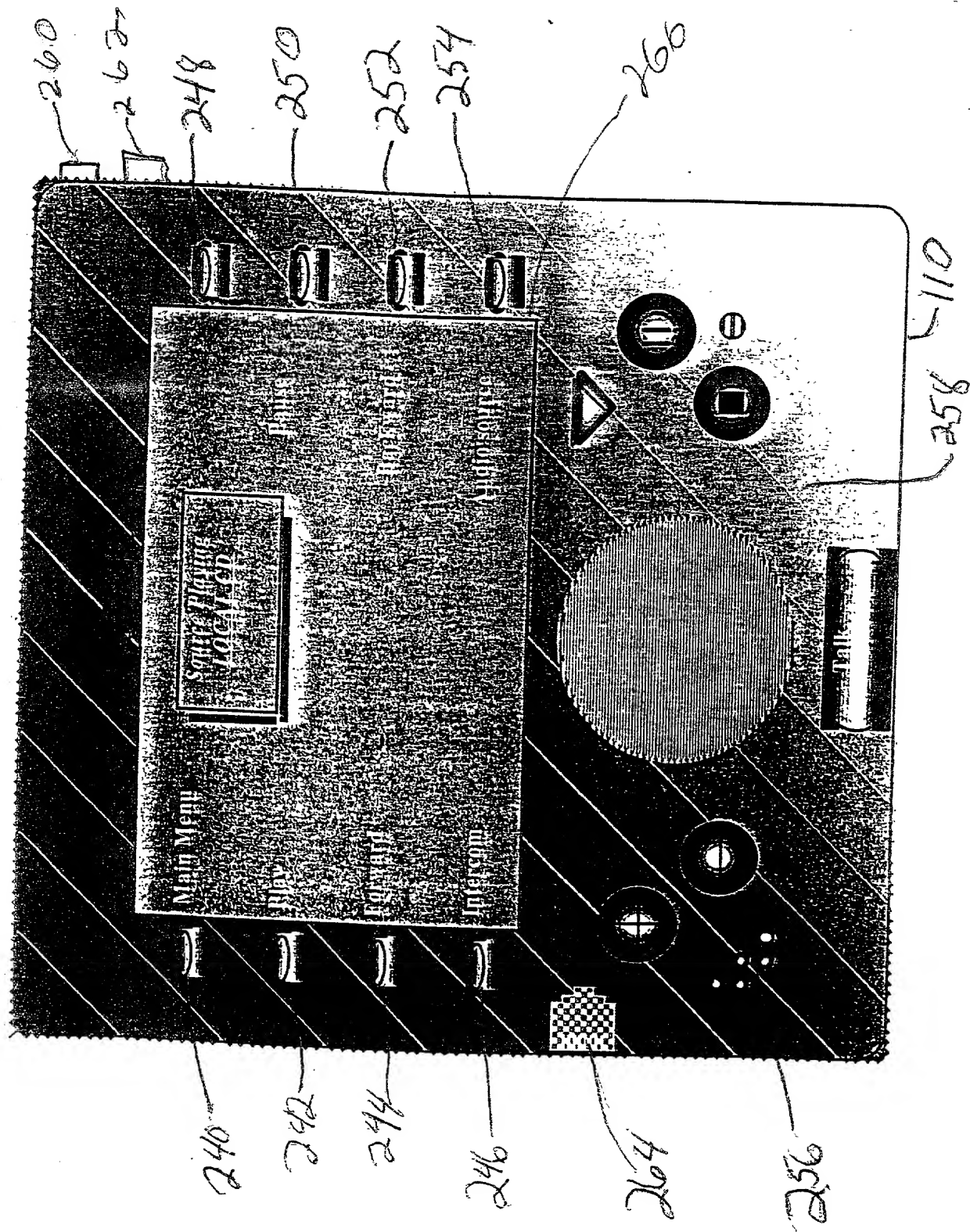
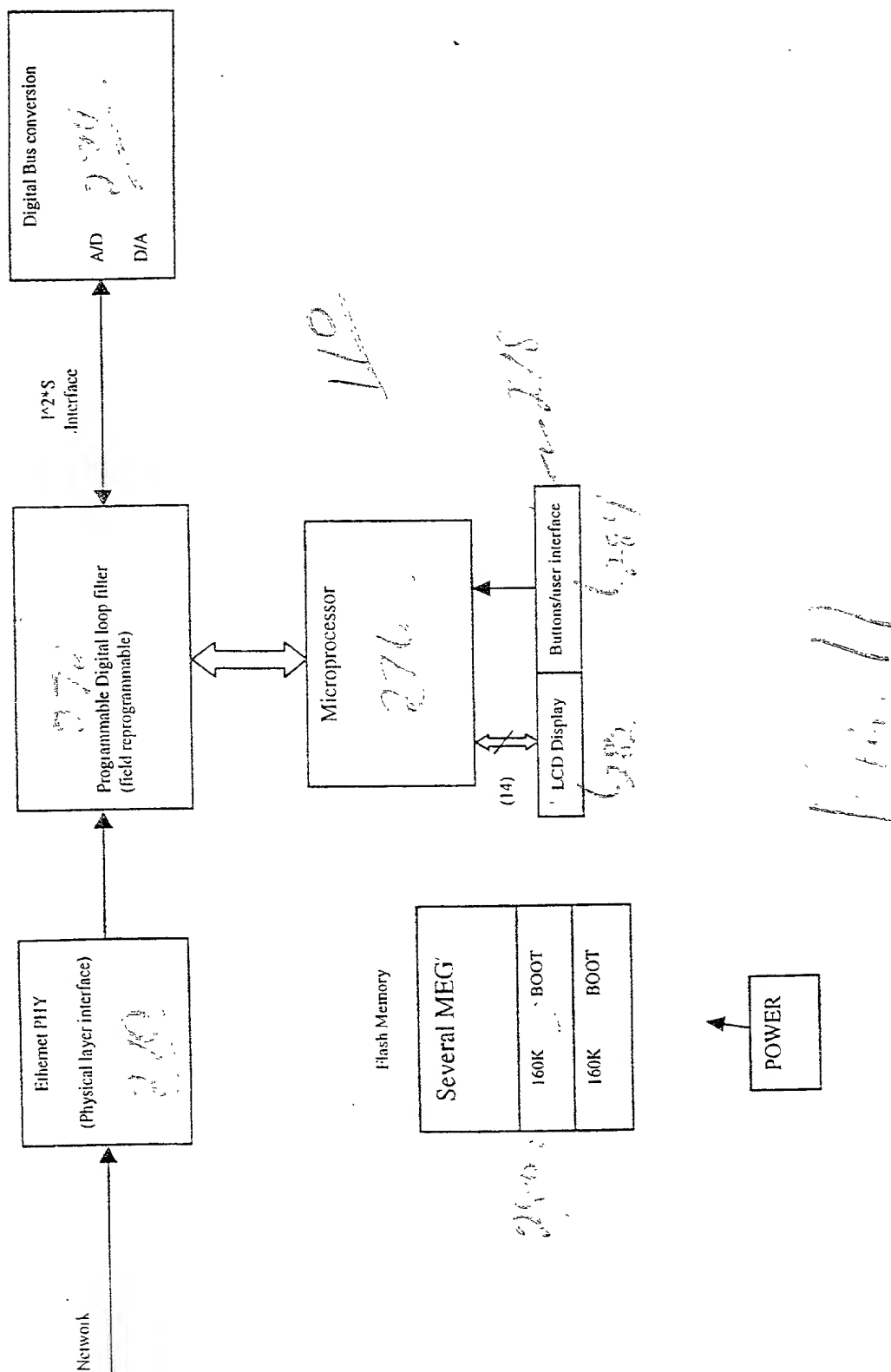


Fig. 10



The diagram illustrates the HUB interface connections between three main components: a Receiver Buffer, a Transmitter Buffer, and a Controller Interface.

**Receiver Buffer:**

- Inputs: RXD, RXCLK.
- Outputs: Intercom data (/12), HUB\_SYNC (300), audio channel 0 data (/36), audio channel 1 data (/36).

**Transmitter Buffer:**

- Inputs: TXCLK, TXEN, TXD.
- Outputs: Intercom data (/12), audio channel 0 data (/36), Hub control (/8), Data (/8).

**Controller Interface:**

- Inputs: HUB\_SYNC (300), \*CBST, \*DATA[31:0], \*TRAN\_START, ADDRESS[23:0], CHIP\_SEL[3:0], READ\*WRITE, \*TRAN\_COMP, CPU\_CLK.
- Outputs: SIADC, SIDAC, LRCK, SCLK, MCLK, SDACO, SADCO, SDAC1.

**Connections:**

- The Receiver Buffer's Intercom data (/12) connects to the Transmitter Buffer's Intercom data (/12).
- The Receiver Buffer's audio channel 0 data (/36) connects to the Transmitter Buffer's audio channel 0 data (/36).
- The Receiver Buffer's audio channel 1 data (/36) connects to the Transmitter Buffer's audio channel 0 data (/36).
- The Transmitter Buffer's Hub control (/8) connects to the Controller Interface's Hub control (/8).
- The Transmitter Buffer's Data (/8) connects to the Controller Interface's Data (/8).
- The Transmitter Buffer's HUB\_SYNC (300) connects to the Controller Interface's HUB\_SYNC (300).

F-5.12